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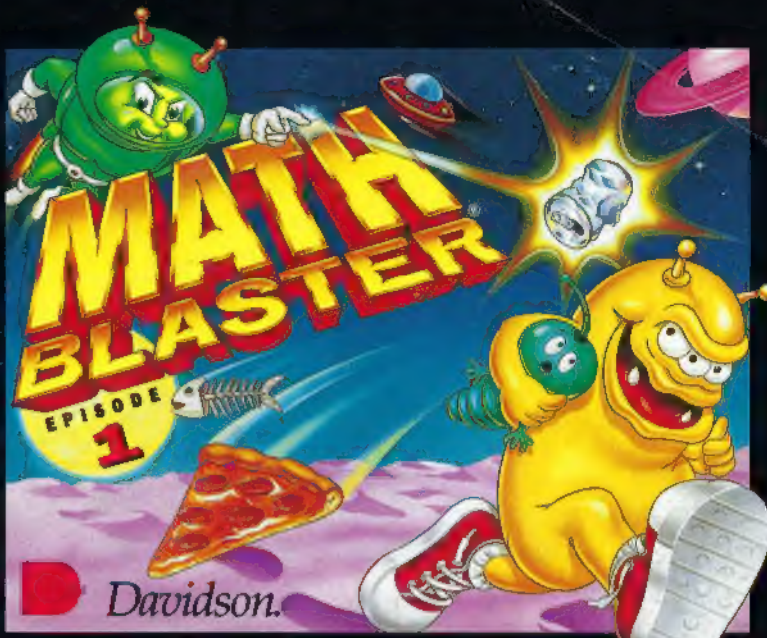

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

MATH BLASTER
Episode One

Thank you for purchasing MATH BLASTER: Episode One. This exciting educational title will thrill you into a new way of learning math. Strap yourself in and blast off to the mathematical universe of Blasternaut.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

LICENSED BY Nintendo

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MATH BLASTER
Episode One

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NOTE TO PARENTS

Dear Parents,

Over two million children have enjoyed learning basic math skills with the Math Blaster series on computer, and now, with *Math Blaster: Episode One* on Super Nintendo Entertainment System, even more kids will have the chance to play and to learn. Yours will be one of them! While playing this exciting, arcade-style game, your child will master addition, subtraction, multiplication and division. Twelve levels of math difficulty and two levels of game play insure endless hours of numeric fun.

We hope to count both you and your child among our many Math Blaster fans!

Yours sincerely,
Jan Davidson
President and Founder

THE MISSION

Oh, no! The evil Trash Alien has captured Spot, whisked him off to a faraway planet, and left the universe littered with trash! Blasternaut's preparing a daring three-part rescue mission to save his trusty sidekick, but he needs your help. Climb on board and prepare to zap the garbage out of the sky, freeze all alien enemies and rescue Spot!

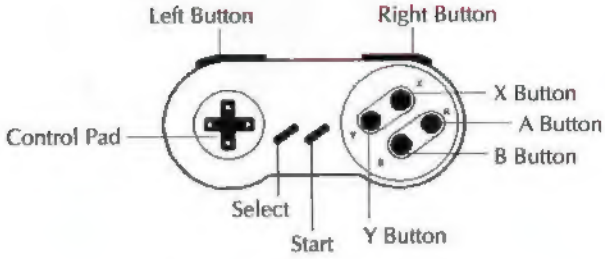
GETTING STARTED

Turn off your Super Nintendo Entertainment System (SNES) before putting in the game pak. Put Math Blaster into the SNES and turn on the power. Watch the introduction or press **START** to continue to the **OPTIONS/START** screen.

SETTING UP

1. Set up your Super Nintendo Entertainment System; plug in the first Controller.
2. With the power switch OFF, insert the Math Blaster game pak into the same slot; press it down firmly.
3. Turn on your TV or monitor; then turn on the SNES.
4. The License, Nintendo, and Title screens will appear. In a few moments, a game demo will begin.
5. Press START to get to the introduction, or press START again to bypass the introduction and get to the OPTIONS/START menu.

BUTTON CONTROLS



CONTROLLER

DEFAULT SETTINGS:

Control Pad	Aims sights in Trash Zapper
Left or Right	Walk or fly left or right
Down	Duck
Up	Hover
A Button	Fires freeze-rays
B Button	Shields up in Trash Zapper Thrusters for Blasternaut's jetpack to make him fly
Start	Pauses or resumes game

CHOOSING OPTIONS

Make OPTIONS menu choices before you start play:

1. Press the Control Pad up or down to select an option.
2. Press the A or B Button to change the setting.

Game Difficulty

PRACTICE gives a beginner unlimited lives only in Trash Zapper. NORMAL puts you in the game with three lives.

Math Difficulty – Select a level:

Subject	Easy	Medium	Hard
Addition	Level 1	Level 2	Level 3
Subtraction	Level 4	Level 5	Level 6
Multiplication	Level 7	Level 8	Level 9
Division	Level 10	Level 11	Level 12

Music

Select ON to listen to the beat. Or turn it OFF.

Sound Effects

ON or OFF.

Select Controls

You can reset the Buttons to your own liking, using eight different settings.

Start Game

Press the A or B Button or select START to begin the game.

TRASH ZAPPER

Complete the math equation by blasting the piece of trash with the correct number out of the universe. If you blast the wrong piece of trash, you'll lose energy. If you allow one of the Trash Alien's cruise missiles to rock Blasternaut's ship, you'll lose energy. Remember to raise your shields for protection. Shoot satellites to recharge shield power. And for extra points, zap the Trash Alien's attack ships.

- Answer 10 equations to move on to the Bonus Round and to the next stage.

CAVE RUNNER

In order to chase the Trash Alien through the caves, Blasternaut must carry a code number that falls between the numbers on either side of the cave gaps. For example, if the numbers are 5 and 9, then Blasternaut's code must be more than 5 and less than 9 (6, 7, or 8 would work). Change the code by letting a water drop with a useful number and operation sign plop on Blasternaut's head. Fly away from lava bombs and force fields. And use the freeze-ray to stop alien cave creatures in their tracks.

- Snag cave gems for bonus points.
- The cave will scroll as you play. Fly Blasternaut to the top to move to the next phase of the mission.

MATH BLASTER

The evil Trash Alien is getting away with Spot! Blasternaut must blast his way through the garbage, then head into the porthole that has the correct answer to the equation. Look out for escaped alien cave creatures. And whatever you do, complete your mission before the sun is eclipsed.

- Answer 10 equations to move on to the Bonus Round and to the next stage.

SCORING

Trash Zapper

Each correct answer = 200
Alien Ship = 150
Asteroids = 100 added to bonus score
Bonus score = Maximum number of correct answers in a row at current stage X 1000
Wrong answer = Lose 1 unit of energy
Hit by alien bomb = Lose 1 unit of energy

Cave Runner

Gems = 100, 200, 300, 400 (depending on color) added to Bonus
Water Drops = 10 for grabbing a water drop
Alien Cave Creature = 50 for shooting any Alien Cave Creature (ACC)

Math Blaster

Shooting any trash = 10
Each correct answer = 200
Bonus score = Maximum number of correct answers in a row at current stage X 1000
Gems = 100, 200, 300 (depending on color) added to Bonus
Wrong answer = Lose 1 unit of energy
Hit by trash or Alien Creature = Lose 1 unit of energy
Eclipse = Lose all energy (lose a life)

SCOREBOARD

Blasternaut_____

Date_____Score_____

Last Stage_____Last Level_____

****

Blasternaut_____

Date_____Score_____

Last Stage_____Last Level_____

****

Blasternaut_____

Date_____Score_____

Last Stage_____Last Level_____

****

Blasternaut_____

Date_____Score_____

Last Stage_____Last Level_____

GAME CREDITS

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by Western Technologies, Inc.
in association with Spidersoft, Ltd.

Western Technologies, Inc.

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To replace a defective Game Pak during the warranty period, mail the entire Game Pak, proof of purchase with purchase date circled, a brief statement describing the defect, and a large, self-addressed envelope to:

Davidson & Associates, Inc.
Customer Support
19840 Pioneer Avenue
Torrance, CA 90503

Davidson Customer Support: (310) 793-0600

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